

INTELLIVISION® FLASHBACK™ classic game console

61 BUILT-IN GAMES



AtGAMES

AtGames Digital Media Inc. www.atgames.us

OPERATING INSTRUCTIONS

(MODEL NO: IN460D)

IMPORTANT: READ BEFORE USE

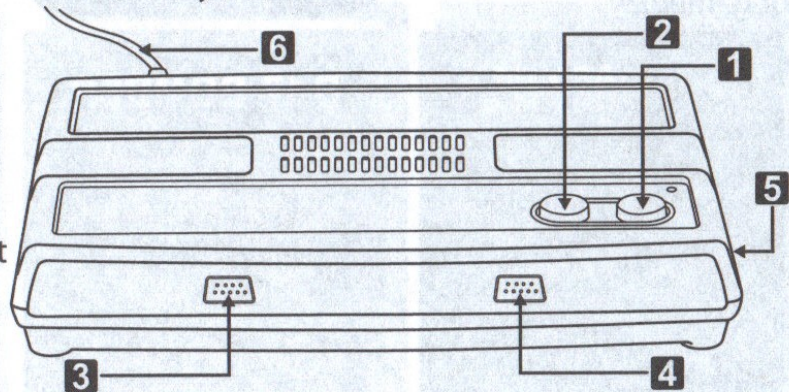
In very rare circumstances, some people may experience epileptic seizures when viewing flashing lights or patterns in everyday life. Flashing lights and patterns are also common to almost any video game. Please consult your physician before playing ANY video game if you have had an epileptic condition or seizure OR if you experience any of the following while playing- altered vision, eye or muscle twitching, mental confusion or disorientation, loss of awareness of the surroundings or involuntary movements.

It is advised that you take a 20-minute rest after 1 hour of continuous play.

Game Console Appearance and Buttons

The image below shows the location of the output ports and buttons. (The illustration is for reference only.)

- 1** Power Button
- 2** Reset Button
- 3** Left Controller Port
- 4** Right Controller Port
- 5** DC 5V Input Port
- 6** AV Cable



INPUT: 100V -240V AC/50HZ -60HZ

OUTPUT: 5V DC/500mA

PLUG: --(.+)

NOTE: Must use the AC adapter included as the power supply to the console. Do not connect any AC adapter other than the above specifications to the power input port. The AC adapter is not a toy.

Controller Appearance and Button List

Action Keys (upper and lower)

Overlay (Overlay Slot)

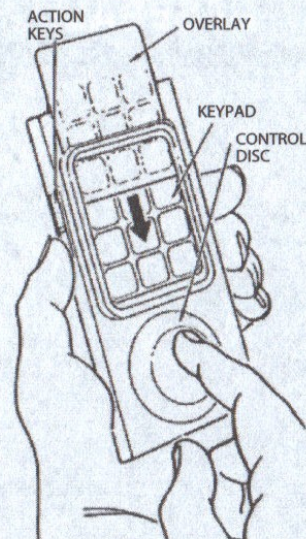
12-Key Input Key Pad

16-Position Control Disc

The keypad buttons and directional control disc cannot be operated simultaneously.

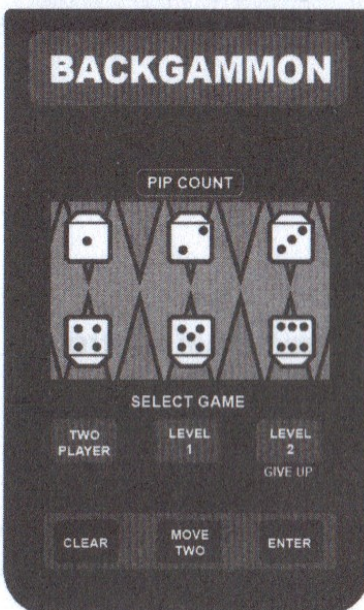
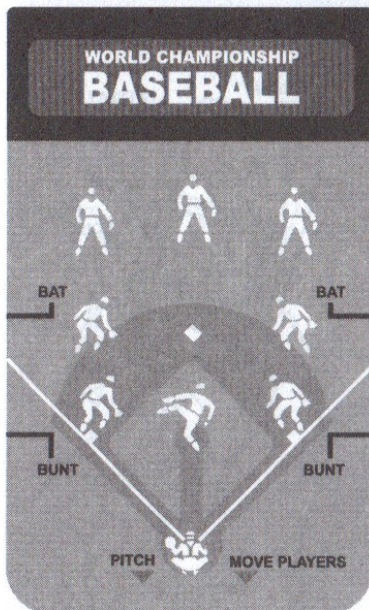
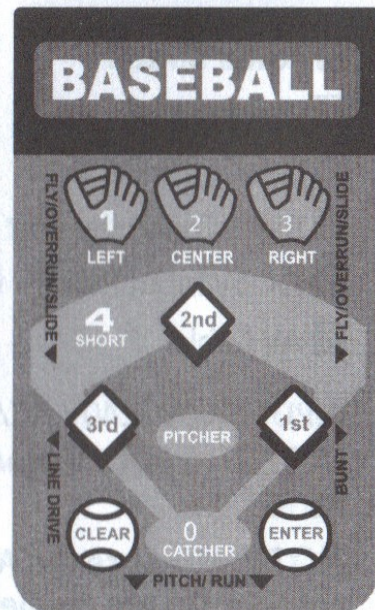
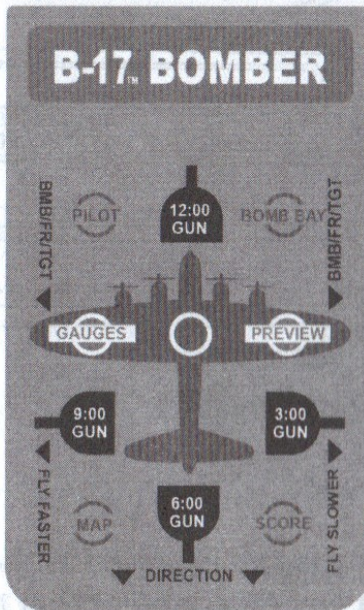
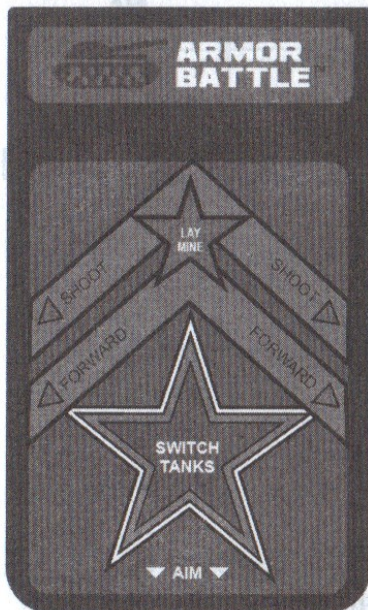
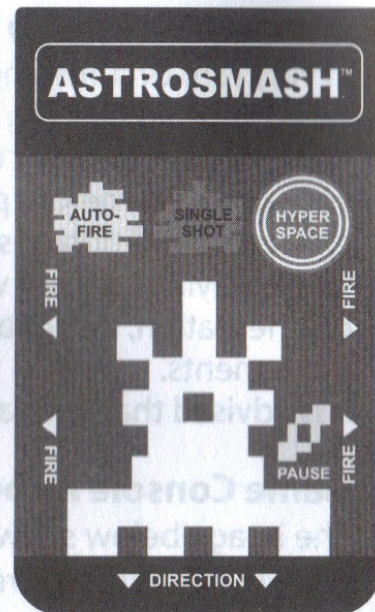
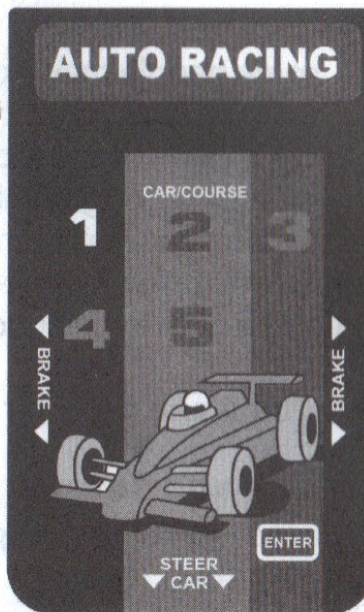
However, the action buttons and directional disc can be.

NOTE: Intellivision® Flashback™ (IN460 and IN460D) controllers are not compatible with original Intellivision consoles.



Overlays

Overlays slip under the keypad frame and over the keys as shown. They provide a visual guide to what the controller keys do in each game. There are a limited number of actual overlays included in this package. Images of all of them can be found on the next few pages. To purchase additional overlays, go to www.intellivisiongames.com. It is advised that you use or refer to the overlays during your gameplay.



BODY SLAM

Super Pro Wrestling

© Intellivision Productions Inc.
Intellivision

Beginner	Amateur	Rookie
1	2	3
Veteran	Professional	Super Pro
4	5	6



CLEAR MOVE WRESTLER
 9009

BOMB SQUAD™

1	2	3
4	5	6
7	8	9
CLEAR	0	ENTER

DIRECTION

BOXING

SELECT BOXER

FEINT	PULL PUNCH	FEINT
1	2	3
4	5	6
LEFT HAND	RIGHT HAND	
7	8	9
CLEAR	PULL PUNCH	ENTER

MOVE BOXER

BOWLING

0-10 SLICKNESS

8"	9"	10"
1	2	3
11"	GAME	
4	BOWLING	SPARES
	5	6
12"		13"
14"	15"	16"
7	8	9
LEFT HAND RIGHT HAND		
10	0	ENTER
FRAMES 1-5		

PICK-UP BALL/SELECT CURVE

BRICKOUT

LAUNCH BALL

MOVE PADDLE

BUZZ BOMBERS™

FIRE

DIRECTION

CHESS

LEFT CONTROLLER

PICK UP/SET DOWN				PICK UP/SET DOWN
	SIDES	COLOR	NEW GAME	
TAKE BACK	DIFFICULTY LEVEL	BLANK	MODE	FORCE MOVE

DIRECTION

CHESS

RIGHT CONTROLLER

PICK UP/SET DOWN				PICK UP/SET DOWN
	SETUP	TIMING OPTIONS	RETRACT	
TAKE BACK	CLEAR BOARD	BLANK	REPLAY	FORCE MOVE

DIRECTION

CHIP SHOT

Super Pro Golf

© Intellivision Productions Inc.
Intellivision

1 2

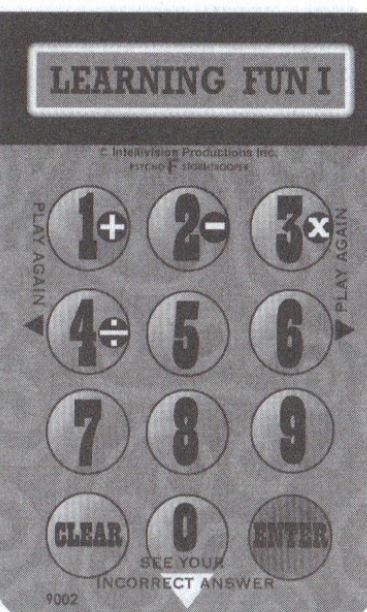
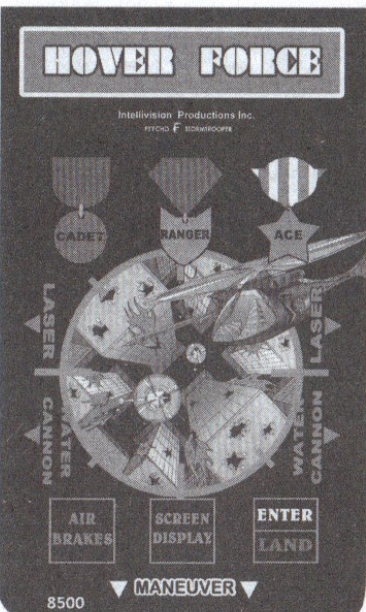
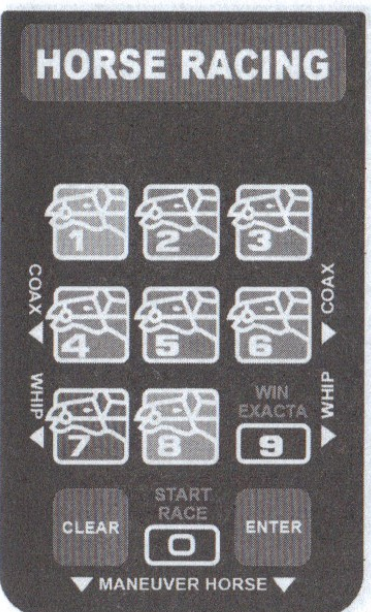
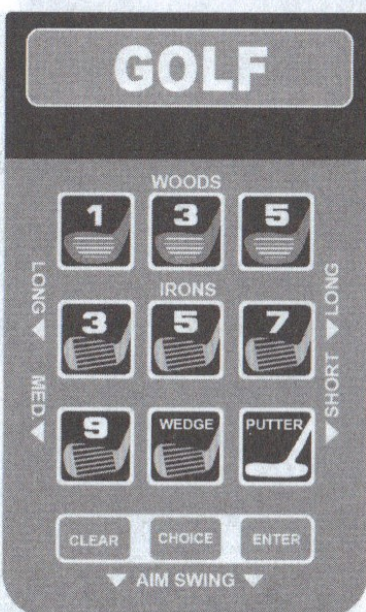
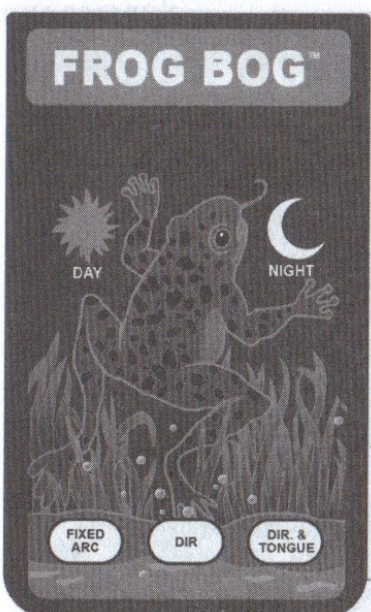
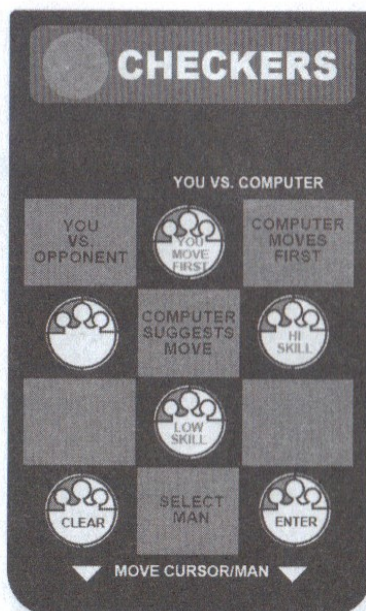
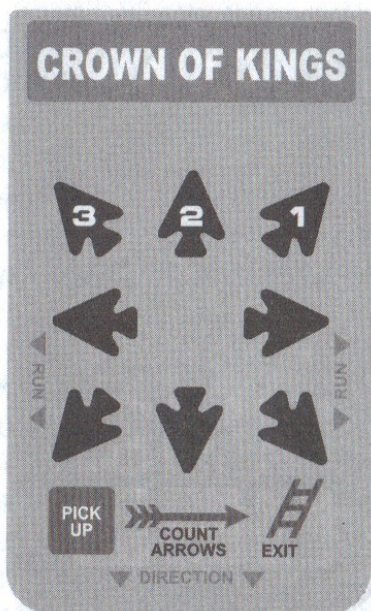
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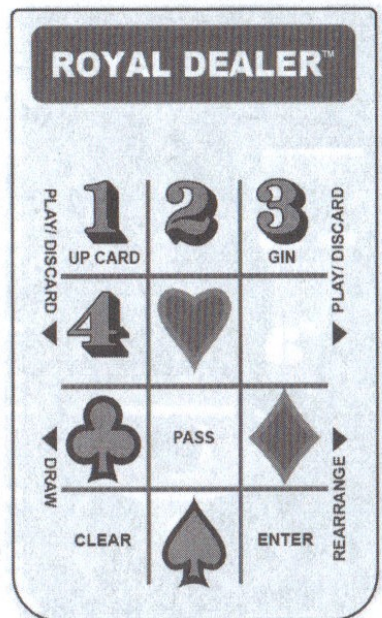
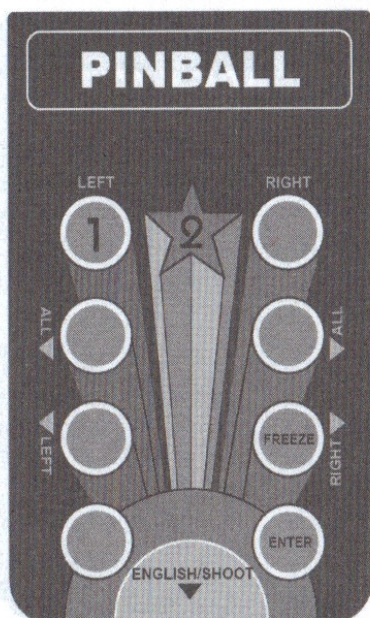
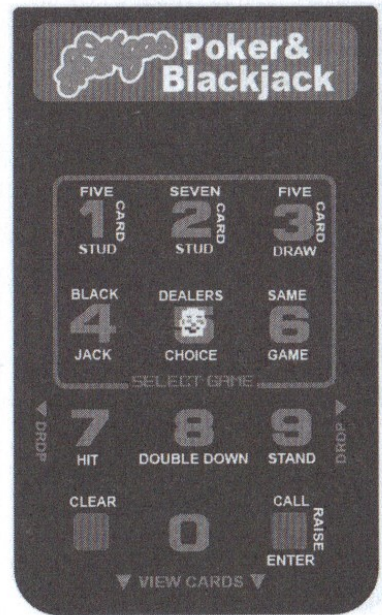
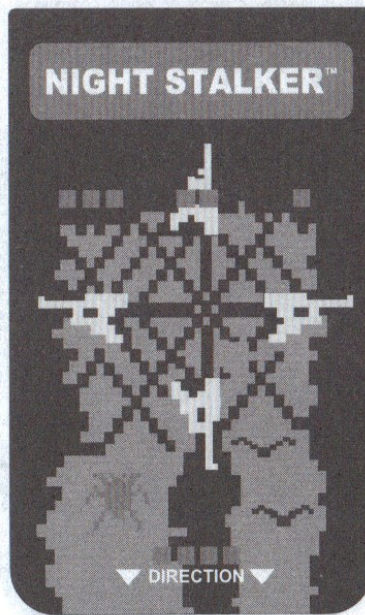
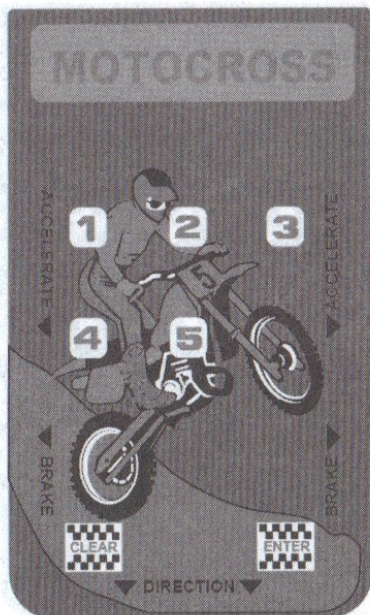
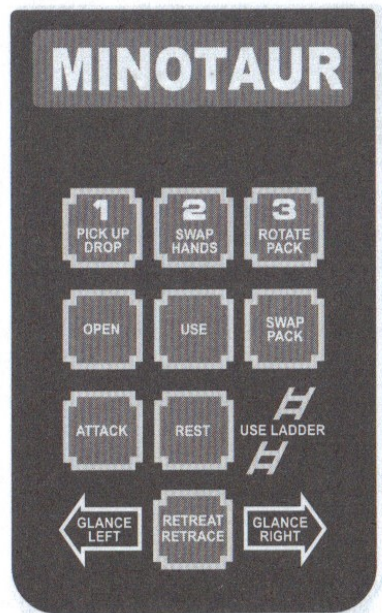
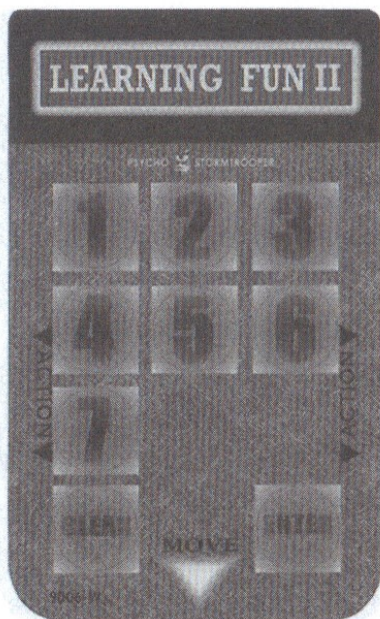
SWING

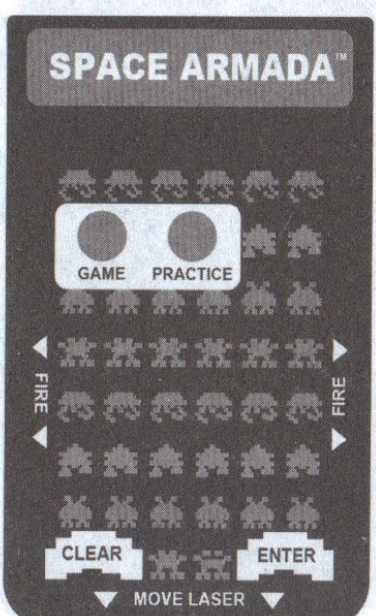
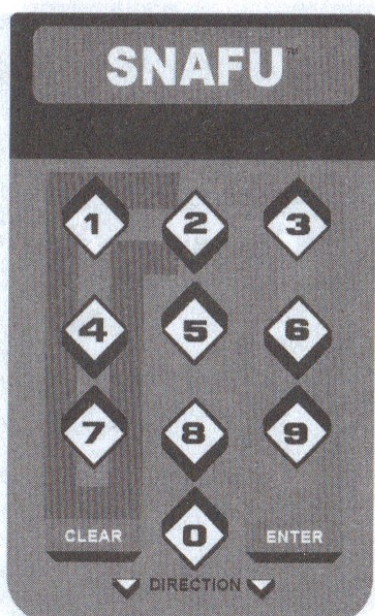
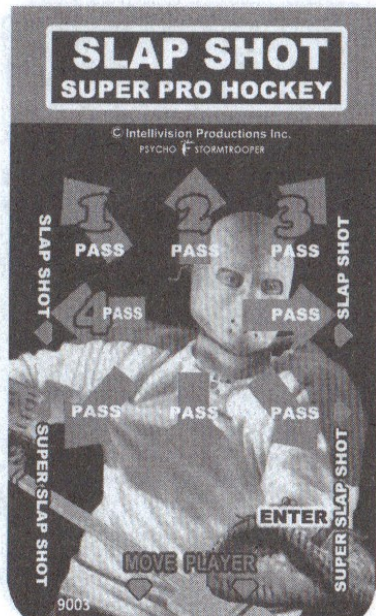
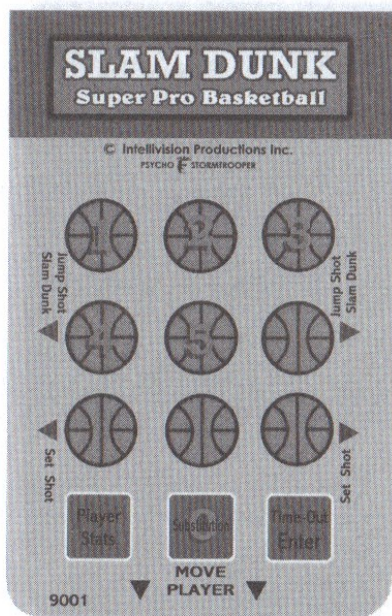
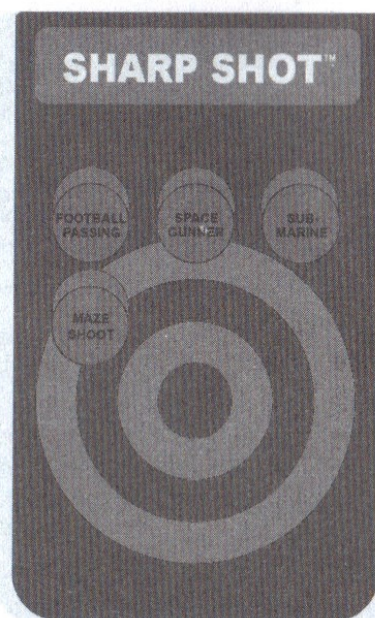
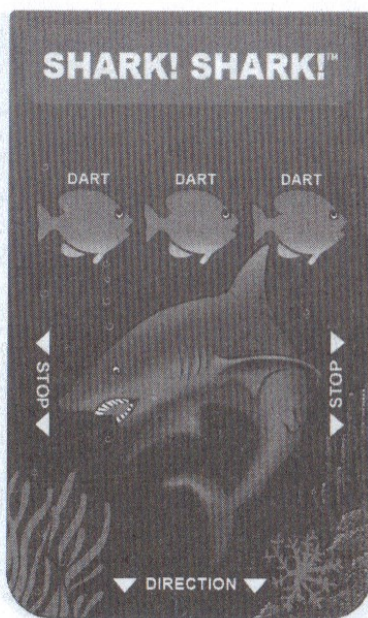
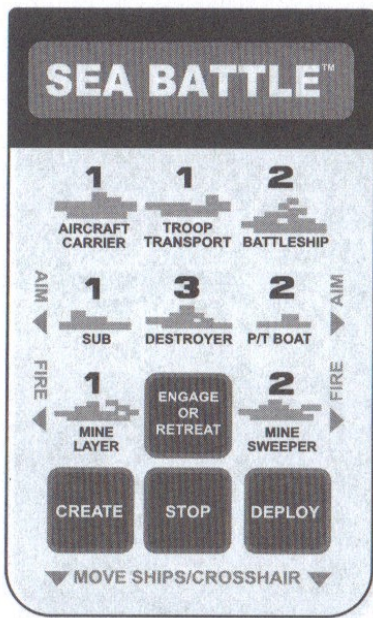
CLEAR EXIT CHECK SCORECARD ENTER

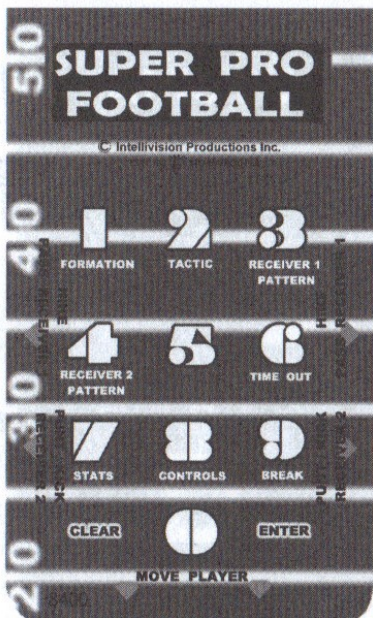
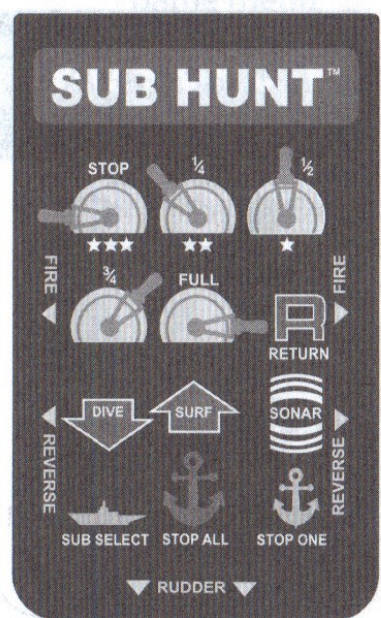
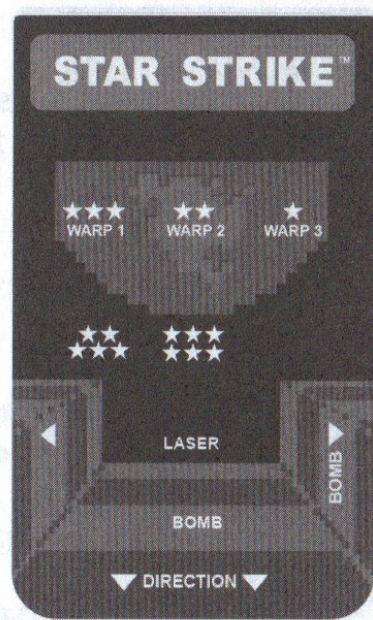
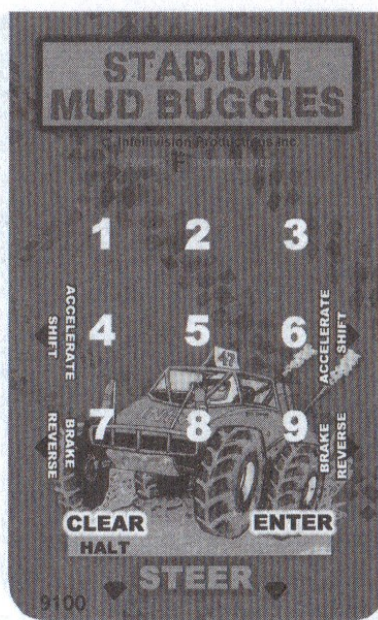
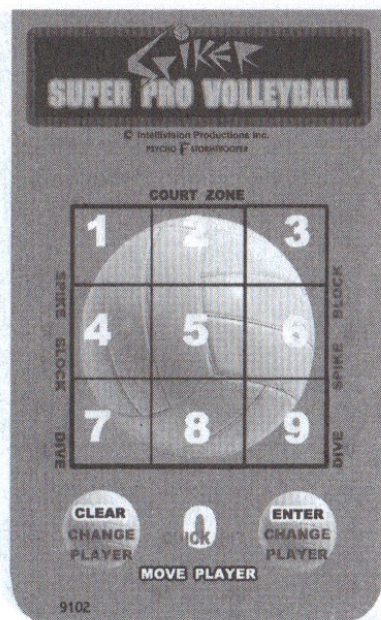
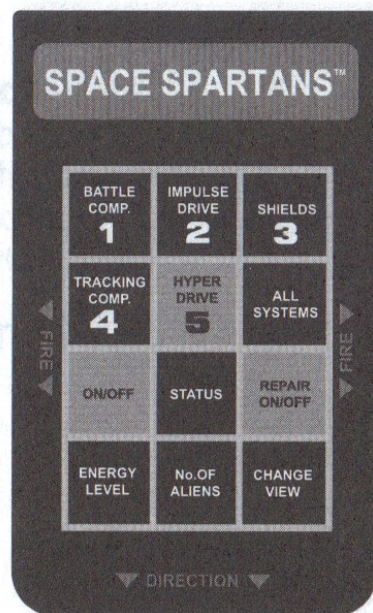
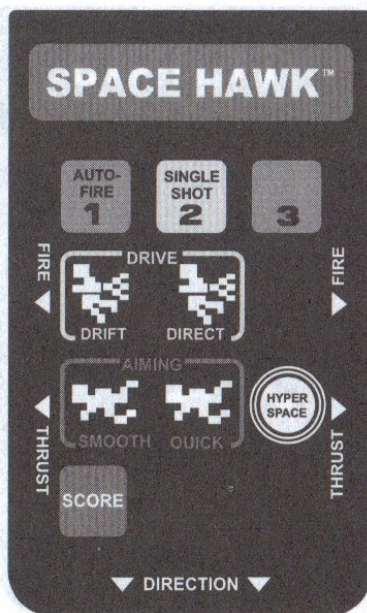
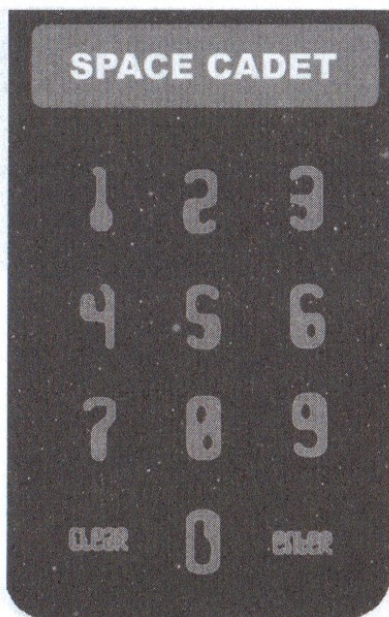
AIM CHANGE CLUB

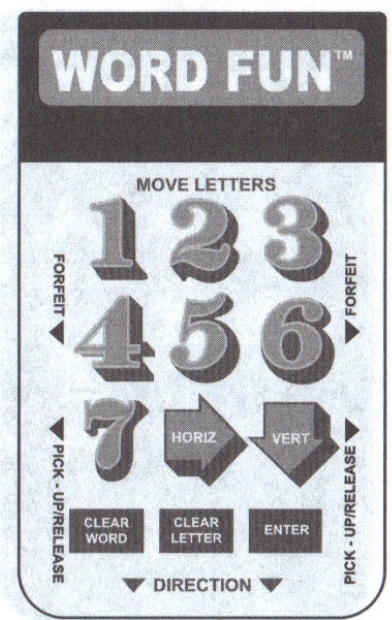
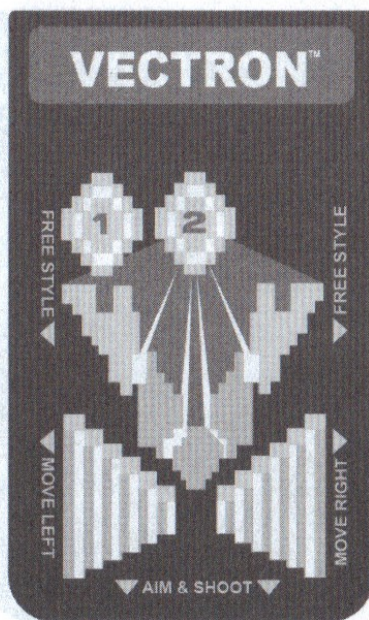
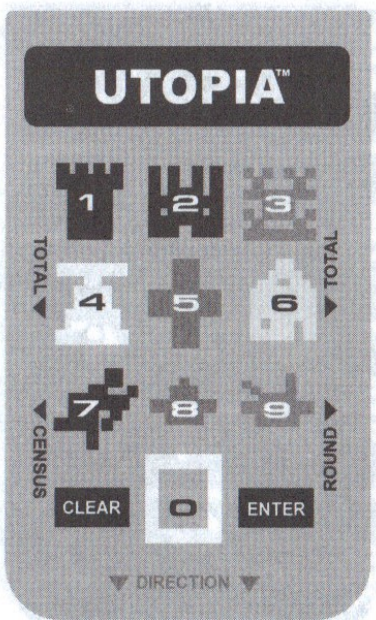
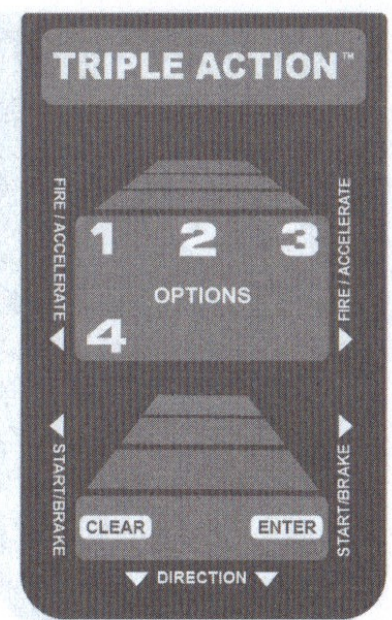
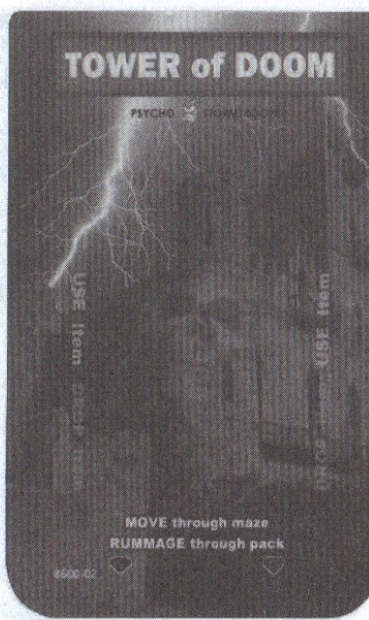
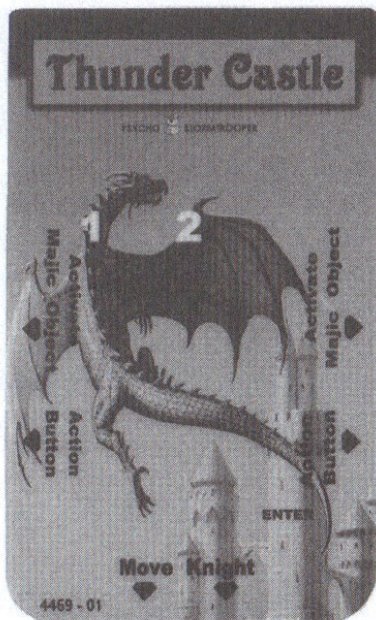
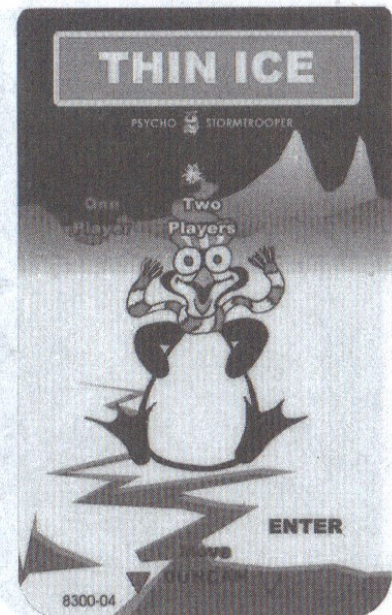
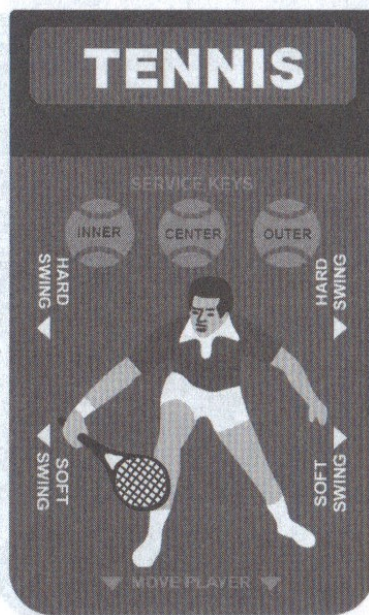
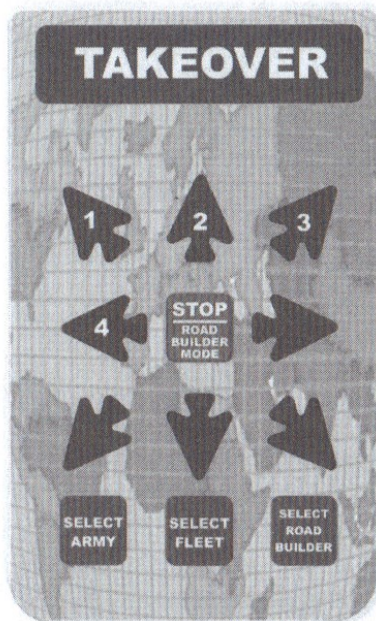
8900











How to Connect Intellivision® Flashback™ to a TV

Connect the game console to the TV using the enclosed AV cable. Configure the TV input source to AV in, then press the POWER button to display the game menu on the TV. The console will detect the presence of a TV and display the game menu on TV screen automatically.

For Plasma & LCD TV's over 32", please adjust your TV to the following settings for the best display performance

Back-Light: 100	Brightness: 36	Contrasts: 70
Color: 60	Sharpness: 60	Aspect Ratio: 16:9

How to Connect the Controllers

For 1-Player Games: Connect any controller to the left controller port.
For 2-Player Games: Connect both the left and right controllers to their ports. Player 1 is the left; Player 2 is the right.

How to Play the Games

1. Press the POWER button to turn on the game console. Press the POWER button again to turn off the game console.
2. Use the controller to select one of your favorite games on the game menu. To select game, you can use:
 - a) Control Disc: press UP, DOWN, LEFT and RIGHT to navigate the game menu
 - b) Key Pad:
 - press key 1, 2 or 3 to scroll through the game list within the page (from up to down)
 - press key 0, 4, 5, 6, CLEAR or ENTER to switch game menu pages
 - press key 7, 8 or 9 to scroll through the game list within the page (from down to up)

Press one of the upper Action Keys on controller to enter the selected game. Press one of the Action Keys one more time to start the game.

3. To exit a game and return to the main menu, press RESET on the game console.

COMMON ISSUES AND SOLUTIONS

PROBLEM	SOLUTION
No picture on the screen	Connect the AC adapter Connect the A/V cable Turn the console unit on Turn the TV on Set the TV to A/V input
Screen flickers or no color	Adjust TV color controls
No game sound	Increase or turn on the TV volume Connect the A/V cable
Picture on TV screen is unsteady	Adjust the vertical and horizontal hold controls on your TV until the picture becomes steady Re-connect A/V cable
Picture is blinking or distorted	Power off the console and then power on the console
Picture background color varies at the beginning or end of the game	This is normal Press START to enter or restart the game

IMPORTANT SAFETY INSTRUCTIONS

All safety and operating instructions should be read before operating this device.

HEED THE WARNINGS

All warnings on this device and in the operating instructions should be adhered to.

1. FOLLOW INSTRUCTIONS

All operating and use instructions should be followed.

2. CLEANING AND MAINTENANCE

Unplug the unit from the wall outlet before cleaning. Do not submerge the game console in water or expose it to extreme heat or to strong magnetic fields. Doing so may cause permanent damage to your game console. Always use a dry towel to clean the game console and controllers.

3. POWER CORD PROTECTION

Power supply cords should be routed so that they are not likely to be walked on or pinched, paying particular attention to the cords at plugs, and the point where they exit from the appliance. Transformers suitable for indoor use only. Transformers and power supplies for toys are not intended to be used as toys, and the use of these products by children shall be under the full supervision of parents.

Warning: Changes or modifications not expressly APP by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

BUILT-IN GAMES

The following are summarized game descriptions. For complete and detailed instructions, go to www.intellivisiongames.com where you will find all of the original manuals for these games.

ARMOR BATTLE (2 PLAYERS)

You and your opponent are rival tank commanders. Each of you controls two machines, directs fire, lays mines. Knock out both enemy tanks, avoid invisible mines and hits on your tanks.

ASTROSMASH (1 PLAYER)

Hit as many meteors, bombs, missiles and flying saucers as possible, without being hit yourself. As your score grows higher, the game speeds up and gives you more challenge.

AUTO RACING (1 OR 2 PLAYERS)

You're in the driver's seat of a Grand Prix-type course. The road snakes and twists before you!

B-17 BOMBER (1 PLAYER)

In the last years of World War II, the Allies prepared for the biggest invasion in history. Pick a target, fly to it, aim and release! Fly as many missions as you can, for the best game score.

BACKGAMMON (1 OR 2 PLAYERS)

Perfect your own backgammon skills with this modern version of one of the world's oldest games.

BASEBALL (2 PLAYERS ONLY)

Two 9-man teams, 9 full innings! Batter up! You wait for your pitch. Swing away. Draw a walk, drop a bunt! In the field you go for the double play. Play long balls off the wall, try for a pickoff. This one has it all!

BLOW OUT (2 TEAMS)

Two players go head to head controlling Disco roller skaters dropping darts onto rising balloons!

BODY SLAM: SUPER PRO WRESTLING (1 OR 2 PLAYERS)

Defeat your opponent in the ring using strength, strategy, and sneakiness. Each match consists of a series of four-minute rounds. The first wrestler to pin his opponent to the mat for 3 seconds is the winner.

BOMB SQUAD (1 PLAYER)

Don't look now, but your Time Bomb is ticking! It was planted by "BORIS," the evil terrorist. You will have less than half an hour to disarm it before the bomb destroys your city!

BOWLING (1 TO 4 PLAYERS)

At these electronic "lanes" you pick your ball weight according to your own bowling style, set the amount of alley slickness, then you're "up"! Aim your ball carefully and select the amount of curve and loft and go for the pocket! Strike!

BOXING (2 PLAYERS)

It's the Battle of the Century! Both players select and go with their contender for 15 grueling rounds to a decision. Or one boxer wins by a knockout and this fight is "history"!

BRICKOUT (1 PLAYER)

Using a single ball, knock down as many bricks as possible by using the walls and/or the paddle below to ricochet the ball against the bricks and eliminate them. If the player's paddle misses the ball's rebound, he or she loses a turn.

BUZZ BOMBERS (1 PLAYER)

Spray bees as quickly as you can with your spray can before they fly down and pollinate the flowers.

CHECKERS (1 OR 2 PLAYERS)

New tricks to the old game! Beat a friend, electronically. Or take on the canny computer in the time-honored contest of strategy, patience, and skill.

CHESS (1 OR 2 PLAYERS)

A great new way to play the ultimate game of strategy, whether you're a novice, intermediate or expert. Pit your skill against the computer or an opponent. Move up in skill as you improve.

CHIP SHOT: SUPER PRO GOLF (1 OR 2 PLAYERS)

Play "the most challenging courses in the world". You can play the front nine, back nine, or all 18 holes of five different courses.

CROWN OF KINGS (1 OR MORE PLAYERS)

Your object is to acquire the two halves of the ancient Crown of Kings, hidden deep within the caverns of the legendary Cloudy Mountain. To reach the treasure you must cross a hostile land!

DEEP POCKETS: SUPER PRO POOL & BILLIARDS (1 OR 2 PLAYERS)

– 9 GAMES IN 1!

You can learn many pocket billiard (pool) and carom billiard games in the privacy and comfort of your own home. Play against a friend, or practice against yourself.

FROG BOG (1 OR 2 PLAYERS)

Go for high score by making a frog jump off a lily pad and catch insects with his flashing tongue! Flying critters float across, high or low, anywhere on your TV screen.

GOLF (1 TO 4 PLAYERS)

Sink the ball into each of the 9 holes by hitting the ball with a club the least number of times possible. Avoid sand traps, water and trees that add extra strokes to your score. Tee up!

HARD HAT (2 PLAYERS)

Each team is building a skyscraper. Between the two structures hangs a platform stacked with bricks. Players must grab bricks for their building without upsetting the platform. First team to complete their skyscraper wins!

HORSE RACING (1 TO 6 PLAYERS)

It's like spending a day at the races. Study the tout sheet. Pick a winner - or a loser. The odds will change. Go for a long shot or play it safe. They're off and the excitement begins. Cheer your horse on!

HOVER FORCE (1 PLAYER)

Terrorist forces have taken over the island city of New Seeburg. You'll be flying a series of missions, each more difficult than the one before. Every mission, though, has the same goal: eliminate the terrorists!

LAS VEGAS ROULETTE (1 OR 2 PLAYERS)

Make a date with Lady Luck and meet her in your living room. You have your own Roulette table now. Watch out! If she smiles, you're golden. If she frowns, your make-believe stakes will dwindle!

LEARNING FUN I (1 OR 2 PLAYERS)

Control a gorilla strolling along the banks of a river and through the river itself. As you go your merry way, various animals will block your path. In order to advance, you must solve a math problem!

LEARNING FUN II (1 OR 2 PLAYERS)- 4 GAMES in 1!

Word Rockets: Complete flying words by loading vowels on a wagon and launching them into the air.

Word Hunt: Guide a monkey who is trying to pick up letters to spell three words.

Crosswords: Players each begin with seven letters and take turns spelling words on a grid.

Memory Fun: Match game in which players uncover letters that are hidden by squares on a grid.

MATH FUN (1 OR 2 PLAYERS)

To solve the math problems, two players race their clever gorillas along the river bank, ducking past obstructing animals. The math gets more challenging when the players are ready for it.

MINOTAUR (1 PLAYER)

The dreaded Minotaur and his monster companions built a complicated system of mazes and dungeons in the island of Tarmin to hide and protect the Great Treasure of dark ages. Now the castle with its ghastly occupants and fiercely guarded treasures has lured you in!

MOTOCROSS (1 OR 2 PLAYERS)

Rev your engine and tackle a variety of courses, including one you can design yourself. Tear around corners, burn rubber down straight-aways, and catch air off one of the many hills in your race against the clock!

NIGHT STALKER (1 PLAYER)

Your man is trapped in the maze. Robots relentlessly track him down. Keep him away from spiders and bats. Watch out for robot fire! React quickly. The key to survival is to destroy them -- before they get the man!

PINBALL (1 OR 2 PLAYERS)

Just like in the arcade! Outscore an opponent or top your own best pinball score. Five balls each turn. Extra ball and bonus points for the Big Winners! Aim for targets, bounce off the bumpers.

LAS VEGAS POKER & BLACKJACK (1 OR 2 PLAYERS)

Hit! Stick! Raise! Discard? Drop! You win! One or two players can play against the dealer.

ROYAL DEALER (1 PLAYER VS. COMPUTER)

Pull up a chair and join the party! Your computer-controlled opponents are ready to take you on, in four card game classics - Crazy Eights, Rummy, Gin Rummy and Hearts.

SEA BATTLE (2 PLAYERS)

Employ battle strategy to engage and sink enemy ships. Victory goes to the player who commands his troop transport or aircraft carrier into opponent's harbor during the strategy phase.

SHARK! SHARK! (1 OR 2 PLAYERS)

Terror reigns under the ocean surface. It's a heavy traffic of sharks, nasty fish, seahorses, crabs, lobsters and jellyfish. Under your control, a small fish will begin scoring points by quickly gulping smaller fish and nibbling at a black shark's tail. Watch for that shark turning around on you a bit too fast... or you're dead!

SHARP SHOT (1 OR 2 PLAYERS)

Features 4 games:

Touchdown Passing: throw ball to either blue receiver until clock reads 0. If 2 play, take turns.

Space Gunner: fire at spaceships until clock reads 0. 2 can play at the same time.

Submarine: sink as many ships as you can until clock reads 0. If 2 play, take turns.

Maze Shoot: hit as many monsters as you can until clock reads 0. Try to get them before they steal points from your score! 2 can play at the same time.

SLAM DUNK: SUPER PRO BASKETBALL (1 OR 2 PLAYERS)

Assemble a team of 5 players that will, under your control, score more baskets in four 12-minute quarters than the opposing team.

SLAP SHOT: SUPER PRO HOCKEY (1 OR 2 PLAYERS)

Score more goals than your opponent. Each goal scores 1 point. Game ends after three 20 minute periods (no overtime).

SNAFU (1 OR 2 PLAYERS)

Create a maze to corner your opponents...before you are cornered yourself. Split-second reflexes keep your trail in motion - while blocking your opponent and/or the computer in a trap from which there is no escape. Or direct a hungry serpent after your opponent, and bite his tail off before he bites yours.

SOCCER (2 PLAYERS)

The ball is yours, now move it downfield! Teamwork and footwork are the name of this game. Score more goals than your opponent in two 45-minute periods.

SPACE ARMADA (1 PLAYER)

You're defending Planet Earth against the unrelenting attack of alien warlords. At first they throw their light brigades at you. If you are quick and careful, you can elude their bombs, and fight back!

SPACE BATTLE (1 OR 2 PLAYERS)

The alien squadron is closing in on your Mother Ship. You're awesomely outnumbered, and they attack and attack...Flick on the situation map and analyze your position. Dispatch a fighter squadron toward the closest alien cluster.

SPACE CADET

The looniest space battle ever. Each team is in command of a decrepit flying saucer that seems to work best as a battering ram. It's outer space demolition derby!

SPACE HAWK (1 OR 2 PLAYERS)

You're equipped with a jetpack for directional avoidance control, a blaster for protection and 5 force shields. If you get hit, you lose a shield. Not only that, you're sent into a space spin that could be disastrous!

SPACE SPARTANS

Score as many points as possible by shooting down alien ships, before your ship is destroyed or you run out of energy. Repair damaged ship systems and re-energize at your 3 starbases. Destroy all aliens!

SPIKER: SUPER PRO VOLLEYBALL (1 OR 2 PLAYERS)

Hit the ball over the net in such a manner that the opposing team is unable to return it within 3 hits of the ball. First team to score at least 15 points with a 2 point advantage wins the game. Three games out of five wins the match!

STADIUM MUD BUGGIES (1 OR 2 PLAYERS)

Score points by performing in nine events, either individually or one after the other. Compete against a friend, a computer driver, or against your own top score.

STAR STRIKE (1 PLAYER)

Destroy the alien station before Earth passes directly over the launch trench! Shoot down the alien defenders stalking you. Get a high score by quickly bombing five red targets, and by hitting as many alien spacecraft as you can.

SUB HUNT (1 PLAYER)

You control 4 submarines, one at a time. Your targets: 6 convoys, which are crossing the open sea. Navigate them, sight ships through the periscope, then fire your ready torpedoes!

SUPER PRO DECATHLON (1 TO 4 PLAYERS)

Up to 4 athletes may compete. Each event has a minimum time, distance, or height you must beat for your score to count.

SUPER PRO FOOTBALL (1 OR 2 PLAYERS)

Outscore your opponent by running or passing the ball into your opponent's End Zone, by kicking a field goal or forcing a Safety. Touch-downs score seven points. Field goals score three points. Two points for a Safety.

TAKEOVER (2 PLAYERS)

Capture your opponent's capital city. This is accomplished by a coordinated effort of the armies, fleets, cities and roads at the player's disposal. Five different scenarios and randomly situated capital cities form constraints to each player's basic strategy.

TENNIS (2 PLAYERS)

Score more points than your opponent by hitting the ball into your opponent's court in such a way as to prevent him or her from hitting it back into your court.

THIN ICE (1 OR 2 PLAYERS)

You control Duncan by pressing the hand controller DISC. Skate around the other penguins, dunking them in the pond. Avoid or dunk the seal and polar bears. Gobble shrimp cocktails for extra speed. Dunk all of the penguins, then take the Zamboni® ice resurfacer out for a spin to fix up the pond!

THUNDER CASTLE (1 OR 2 PLAYERS)

Guide your knight through the deadly mazes, slaying evil dragons, sorcerers and demons as you go. Watch for gates that block your path...magic objects that grant special powers, extra points, or extra lives...and magic creatures that energize your knight.

TOWER OF DOOM (1 PLAYER)

Monsters. Magic. Good. Evil. Strength. Cunning. Traps. Mazes. Prepare to face the greatest challenge any mortal has ever known - the Tower of Doom. Explore the winding corridors of the Tower: collect precious treasure, discover the secrets of magic artifacts, encounter the vilest creatures ever unleashed.

TRIPLE ACTION (1 OR 2 PLAYERS) - 3 GAMES IN 1!

Battle Tanks: Take command of a fast battle tank and stalk your enemy in deadly one-on-one combat. Use the walls for cover, as you move fast into firing position.

Car Racing: Take the wheel on a road full of crazies...you've got 100 "miles" to go. And it's not easy, as you steer around wrecks, get stuck behind a maddening crawler, cope with weaving road hogs!

Biplanes : Put on your goggles and get up in the sky - don't climb too fast, or you'll stall out and crash! When you get some altitude, you can level off and wait for the balloon to go up. Shoot it down!

UTOPIA (1 OR 2 PLAYERS)

You and your opponent each have an island to rule. Points are accumulated based on the welfare of your island people. You can choose to be a benevolent ruler or an aggressive dictator. Your people need food, housing, and industry for clothing and other essentials. Watch out for natural disasters and Rebels!

VECTRON (1 OR 2 PLAYERS)

On each level, construct an energy base, section by section. Add each section by moving your energy block in place and filling it with an energy blast. Work fast to complete a base before the nasties nibble it away!

WORD FUN (1 OR 2 PLAYERS)

Letters are just letters until you make them words. High in the sky incomplete words float by. Through the magic of games, you'll learn that spelling can be fun - all the while you play.

WORLD CHAMPIONSHIP BASEBALL (1 OR 2 PLAYERS)

You're the home team in blue, engaged in the most realistic home video baseball game around. You've got to hit the fast-breaking curve balls or smoking fastballs. But don't pop up, this game features fly balls as well as grounders. You can also steal bases and kick up a cloud of dust as you slide into the bag. Play ball!

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